openGear

MC1-MK

Master Control Switcher
Operation Manual

ROSS
Video Production Technology

MC1-MK Operation Manual

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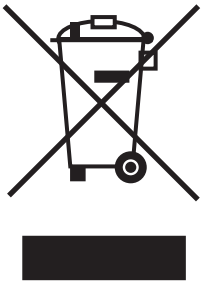
The crossed out wheelie bin symbol invites you to use these systems.



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On Air Control Overview

In This Chapter

This chapter provides a basic introduction to the MC1-MK, including an overview of the different areas of the On Air Control interface, using the menu system, as well as a brief summary of how video is controlled by the MC1-MK.

The following topics are discussed:

- Navigating to the On Air Control Interface
- Menu System Basics
- Switcher Basics

Navigating to the On Air Control Interface

This section provides a brief overview of navigating the MC1-MK interface in DashBoard.

To launch DashBoard

1. Ensure that you are running DashBoard software version 5.0.0 or higher. The software and ***DashBoard User Manual*** are available from the Ross Video website.
2. Launch DashBoard by double-clicking its icon on your desktop.
3. Locate the MC1-MK in the Basic Tree View of DashBoard. If the card does not appear, consult the ***MFC-8300 Series User Manual*** and ***DashBoard User Manual***.

To access the MC1-MK On Air Control interface

1. From the **Tree View**, expand the node for the MC1-MK you wish to access.
2. Select the **On Air Control** node to display the interface in the right-half of DashBoard.

To set the MC1-MK On Air Control interface to full-screen

1. Press **Shift+F11** to display the interface in full-screen mode. You can also select **Window > Full Screen** from the DashBoard toolbar.
2. To exit out of full-screen mode, press **Shift+F11** again.

To lock the MC1-MK interface

1. To lock the interface, select the **Lock** button located in the upper right corner of the On Air Control interface.
2. To unlock the interface, use the provided **Unlock** spinner.

Menu System Basics

The **On Air Control** interface enables you to set up and perform transitions, configure keyers, monitor and control audio levels. This section provides a brief overview of the controls available in this interface.

Figure 1.1 *MC1-MK — On Air Control Interface*

1) Channel Select Buttons	5) Crosspoint Buses	9) Automation Button
2) Setup Tabs	6) Transition Area	10) Program Audio Area
3) Audio Meters	7) Keyer Area	11) Lock Button
4) Timer Display	8) Fade to Black Button	

1. Channel Select Buttons

This area includes buttons that allow you to toggle between multiple MC1-MK interfaces. Selecting a button displays the corresponding MC1-MK **On Air Control** interface in DashBoard. A lit button indicates that the corresponding On Air Control interface is the currently (active) one in DashBoard. The icons on these buttons can be changed as described in the ***MC1-MK Installation Manual***.

By default, and after a factory default reset is performed, these buttons do not display an icon (the button faces are blank).

2. Setup Tabs

The tabs located near the top left of the interface provide options for configuring the keyers, on-air controls, and selecting logo channel sources. Refer to the chapter "**Appendix A. DashBoard Menus**" on page 7-1 for a list of the tabs and parameters available.

3. Audio Meters

The **On Air Control** interface displays an audio meter for the first eight audio channels of Program and Preset (note that display will not be real-time). The meter scale ranges from 0 to -120dBFS. Refer to the section "**Audio Features**" on page 5-2 for details.

4. Timer Display

This display is a free running timer that counts to a maximum of 23:59:59 (hh:mm:ss) and can be reset to 00:00:00 using the **Reset** button.

5. Crosspoint Buses

This area is used to select the video sources for each bus. Each crosspoint button will display the name of its source on the button face. The last button of the row is a **Shift** button, which provides access to 10 additional selectable crosspoints. The default bus mapping is outlined in the ***MC1-MK Installation Manual***. The following buses are available:

- **Program Bus** — The Program Bus is used to select the video source that will show as the Background on the Program output. After performing a factory default reset, the first unshifted router source (**Router 1**) is selected on this bus.
- **Preset Bus** — The Preset Bus is used to select the video source that is visible on the Preview output. After performing a factory default reset, the second unshifted router source (**Router 2**) is selected on this bus.

6. Transition Area

This area provides the options for selecting transition rates (slow, medium, fast), and type (take, fade-fade, take-fade, mix, fade-take, and SqueezeBack). Refer to the chapter "**Transitions**" on page 3-1 for details.

7. Keyer Area

This area includes the four keyers of the MC1-MK and allows you to perform the key transitions. Refer to the chapter "**Keying**" on page 2-1for details.

8. Fade to Black Button

Use this button to fade the Program bus to black. The Fade to Black (FTB) rate is specified in the **Home** tab. After performing a factory default reset, this button is toggled off (unlit).

9. Automation Button

Toggling this button on (button will be lit) allows an Automation System to control the MC1-MK. After performing a factory default reset, this button is toggled off (unlit).

10. Program Audio Area

This area includes an audio fader that enables you to control the Program audio gain. The slider is set by default to 0 and has a range of -72 to +12dB. Use the **Default** button to reset the audio gain. You can also configure an option in the **Personality** tab to automatically reset the audio gain to 0dB after any Background transition. Refer to the ***MC1-MK Installation Manual*** for details on configuring the option. The **PGM Audio** field enables you to

11. Lock Button

Use this button to lock the interface so that users are locked-out of the interface. This prevents anyone from changing settings on this MC1-MK interface. To lock the interface, select the button. To unlock, use the provided **Unlock** rotary spinner.

Switcher Basics

This section gives an overview of how video is controlled by the MC1-MK. This includes video sources, video layering, and preview. For information on setting up crosspoints and video inputs, refer to the ***MC1-MK Installation Manual***.

Video Sources

The MC1-MK has access to two basic types of video sources: external and internal. All video sources can be assigned to video source (crosspoint) buttons. By pressing a crosspoint button on a bus, the video source assigned to that button is selected.

- **External** — External video sources come from SDI inputs on the rear module.
- **Internal** — Internal video sources come from internally generated video, such as any of the four internally generated Logo channels, or an internally generated black.

To select a video source on a bus, you must identify the bus you want to assign a video source to and then press the crosspoint button you want to select on that bus.

Video Layering

Key layering is fixed for the MC1-MK and starts with Background and proceeds to Keyer 4.

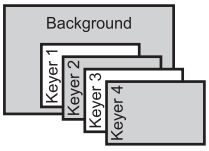

Figure 1.2 *Video Layering*

Video Preview

Video preview allows you to use an additional monitor to preview what the next shot is going to be. The Preset bus of MC1-MK shows what is selected for the next transition. This includes the keys and background video sources that will be on-air after the next transition.

Overlay

The overlay feature provides one layer of text, in real time, as a source for any Keyer. The text can be from an EAS or LTC source.

Multiple MC1-MK Operation

DashBoard enables you to have multiple On Air Control interfaces open with each interface for a specific MC1-MK Master Control Switcher. Refer to the ***MC1-MK Installation Manual*** for details on setting up multiple cards.

Keying

In This Chapter

Keying is the term used to describe when you insert (or electronically cut) portions of one screen into another, or place titles over background images. Keys are made up of two basic components: an alpha (that cuts the hole in the background video), and a fill (that fills the hole with different video). This chapter provides a summary of the MC1-MK keying features.

The following topics are discussed:

- Keyers Overview
- Configuring a Key

Keyers Overview

MC1-MK includes four high quality HD/SD-SDI video keyers. In addition to the external Key Video and Key Alpha source, there are also four internal static/animation playout channels. An excellent device for keying external devices such as character generators, graphic systems and EAS devices into a program feed and/or keying with four internal logo channels.

The card offers full key control with shaped and unshaped keying, self key or auto key, with clip and gain control.

***Figure 2.1** Keyer Controls*

1) Keyers Tab	3) Program Keyer Select Buttons
2) Logos Tab	4) Preset Keyer Select Buttons

1. Keyers Tab

Each keyer has a sub-tab that enables you to select video sources, key types, and adjust transparency, clip, and gain. The MC1-MK supports Auto Select and Self keys. The External sub-tab enables you to specify the router source that feeds input on the KEY VIDEO Input or KEY ALPHA Input used as the **External** source when configuring keyers.

2. Logos Tab

Each logo channel has a sub-tab in the Logos tab that enables you to specify the media files the channel uses. Refer to the section "**Loading Media Files**" on page 6-2 for details.

3. Program Keyer Select Buttons

When lit red, a button indicates that specific keyer is currently on-air on the Program bus. Selecting a button will immediately perform cuts on that keyer.

4. Preset Keyer Select Buttons

These buttons are used to choose which keyer is included in the next transition. Note that depending on a Personality tab setting, once a transition is performed, the button(s) are no longer lit.

Configuring a Key

The MC1-MK provides the ability to associate each keyer (1-4) with the following sources: external key video/fill, or a logo channel. This section briefly describes how to set up Key Alphas, Auto Keys, adjust the clip and gain values.

For More Information on...

- the **Keyers** menu items, refer to **Table 7.2** on page 7-3.
- loading media files to logo channels, refer to the section "**Loading Media Files**" on page 6-2.
- performing transitions, refer to the section "**Performing Transitions**" on page 3-4.

Overview

This section outlines the key types and key alpha types supported by the MC1-MK.

Key Types

The MC1-MK supports the following key types:

- **Auto Select** — An Auto Select Key uses two video signals: the Key Alpha is used to cut the hole in the video, and the Key Video is used to fill the hole. For external keying, the source on BNC 2 is the Key Video and the source on BNC 4 is the Key Alpha. For internal sources, the Key Video and Alpha are generated internally (BNC 2 and BNC 4 are not used). Note that the **Key Alpha Type** is automatically set to **Shaped**.
- **Self** — A Self Key uses only one video signal: the luminance (or brightness) of the Key Video is used as the Key Alpha. For external keying, the source on BNC 2 is used as the Key Video and the Key Alpha (BNC 4) is not used. For internal sources, the Key Video is internally supplied (BNC 2 nor BNC 4 are used). Note that the **Key Alpha Type** is automatically set to **Unshaped**.

Key Alpha Types

You can specify a key alpha as one of the following:

- **Unshaped** (multiplicative keying) — With an Unshaped Key, the Key Alpha luminance value mixes linearly the Key Video with the Background. Shades of gray, in the Key Alpha, are translated into transparency levels, giving the key a soft edge. Self Keys are set to Unshaped by default.
- **Shaped** (additive keying) — With a Shaped Key, the Key Alpha cuts a hole in the Background based on the luminance value of the Key Alpha and adds the Key Video to the Background hole. Shaped Key alphas are sometimes used with Character Generators to cut very precise holes for the Key Video fill. Auto Select keys are set to Shaped by default.

Configuring Key Sources

You can assign any of the four logo channels or a router crosspoint as the source for a keyer. The specific router crosspoint assigned to the Key Video source can be selected using the options in the External tab.

Note — *Leave Logo 4 assigned to Key 4 to ensure that EAS text crawls output properly.*

To configure a key

1. From the **Tree View**, expand the node for the MC1-MK you wish to access.
2. Select the **On Air Control** node to display the interface in the right-half of DashBoard.
3. Select the **Keyers** tab.
4. From the **Keyers** tab, select the tab for the key you wish to configure.
5. From the **Keyer Source** area, select the button for the video source you want to assign to the Keyer. The button for the selected source is now lit. If you selected External, you may also need to specify the router crosspoint as outlined in the section "**To specify a router crosspoint as the External Keyer source**" below.
6. Toggle the **Key Type** button to set the Key Type to Auto Select or Self.
7. If required, toggle the **Key Alpha Type** button to set the Key Alpha Type to Unshaped or Shaped.
8. Adjust the **Clip** and **Gain** values of the key using the corresponding sliders.

Note — *Ross Video strongly recommends leaving the Clip and Gain values at the default settings to avoid undesirable effects.*

9. Use the **Transparency** slider to adjust the transparency level of the key.
10. Toggle the **Key Invert** button to specify whether the key is inverted.

To specify a router crosspoint as the External Keyer source

1. From the **Tree View**, expand the node for the MC1-MK you wish to access.
2. Select the **On Air Control** node to display the interface in the right-half of DashBoard.
3. Select the **External Sources** tab.
4. From the **External Sources** row, select the button for the router crosspoint you want to assign as the External source. The button is now lit and this crosspoint will be used whenever External is selected as the source for any Keyer. The crosspoint is identified by the default name displayed on the button in the **External** sub-tab.

For More Information on...

- changing the crosspoint naming and/or mapping, refer to the ***MC1-MK Installation Manual***.

Transitions

In This Chapter

This chapter provides a summary of performing transitions in DashBoard. For information on performing SqueezeBack transitions, refer to the chapter "**SqueezeBack Effects**" on page 4-1.

The following topics are discussed:

- Transition Area
- Performing Transitions

Transition Area

Transitions are used to change the background video and take keys on and off-air. A transition can include any combination of Background video, and keys. The BKGD A (Program) and BKGD B (Preset) inputs allows for background dissolves and V-Fades behind the external key source.

Figure 3.1 *Transition Area*

1) Keyer Area	3) Transition Speed Buttons	5) SQUEEZE Button
2) Transition Type Buttons	4) BKGD Button	6) TAKE Button

1. Keyer Area

The Keyer Area enables you to add, or remove, keyers in transitions. This area includes the following controls:

- The top row of buttons, labeled **Key 1-4**, are used to perform cuts on the specified keyer directly on the Program Bus, without affecting their inclusion in the next transition. A lit button indicates that the specified keyer is currently on-air.
- The middle row displays thumbnails of the video source selected for that keyer when possible. Note that images are only provided for the internal logo sources and not for external router sources.
- The bottom row of buttons, labeled **Key 1-4**, are used to add, or remove, the specified keyer to the next transition. Selecting the button toggles the keyer on/off and selects/removes the keyer to the Preset Bus respectively. Once the transition is executed, and depending on a Personality tab setting, the button(s) are no longer lit in this row but are lit red in the top row.
- Refer to the section "**Audio Features**" on page 5-2 for information on the VOICE OVER buttons.

2. Transition Type Buttons

The following **Transition Type** buttons are available (from left to right):

- T — Select this button to perform a cut transition from one source to the next or to cut to a squeeze effect. This type can be combined with a squeeze effect.
- V — Select this button to perform a V-Fade transition from the Program source to Black to the Preset source. The MC1-MK fades down from one source to black and then transitions to the next source. During a hot-punch transition, the video performs a CUT while the audio performs a V-Fade. This type can be combined with a squeeze effect.
- V — Select this button to perform a cut to black, then fade up to the next source. This type can be combined with a squeeze effect.
- X — Select this button to perform a gradual fade from one source to the next. The MC1-MK performs a cross fade between sources. Note that this button is selected after performing a factory default reset. This type can be combined with a squeeze effect.
- N — Select this button to fade from one source to black and then cut to the next source. This type can be combined with a squeeze effect.
- — Select this button to perform a SqueezeBack effect by reducing the size of the video over time to the dimensions set in the Squeeze Effects tab. Unlike the above types, you may not change your background or keys on-air with this transition type. The corresponding buttons are greyed out.

3. Transition Speed Buttons

These buttons apply the rate (slow, medium, fast) to the next transition. The transition rates are specified in the **Home** tab. Note that the **Slow** button is selected after performing a factory default reset.

4. BKGD Button

The **BKGD** button is used to add, or remove, the BKGD from the next transition. Toggling this button will immediately affect the Background video that is visible on the Preset output.

5. SQUEEZE Button

The **SQUEEZE** button is used to add or remove, the selected squeeze effect preset from the next transition. Toggling this button will immediately affect the video that is visible on the Preset output. You may not de-select this button if a squeeze effect is on-air. This can be done with a Squeeze transition to perform a SqueezeBack, or as part of another transition (Take, Mix, Fade-Fade).

6. TAKE Button

Selecting the **TAKE** button performs the transition between the sources and effects selected in the Program and Preset buses, using the specified **Transition Type** and **Transition Speed**. Refer to the previous sections for information on the corresponding buttons in the Keyers Area.

Performing Transitions

You can perform transitions in one of the following manners: hot-punching a crosspoint on the Program bus, selecting a Keyer (1-4) button from the Keyer Area to transition a keyer on or off air, and using the options in the **Transition Area** to add elements to the transition.

To set the transition rate

1. From the **Tree View**, expand the node for the MC1-MK you wish to access.
2. Select the **On Air Control** node to display the interface in the right-half of DashBoard.
3. Select the **Home** tab.
4. Specify the rate, in number of frames, as required, in the **Slow Rate**, **Medium Rate** and **Fast Rate** fields.
5. Set the Fade to Black transition rate using the **FTB Rate** field.

To perform a transition

1. From the **Tree View**, expand the node for the MC1-MK you wish to access.
2. Select the **On Air Control** node to display the interface in the right-half of DashBoard.
3. In the **Transition Area**, select the elements you want to add to the next transition by selecting the **BKGD** button to add the Background video source, and the **Key 1**-**4** buttons to add the required keyer(s).
4. On the **Preset** bus, select the video source you want to take on-air.
5. Select a **Transition Speed** button (Slow, Medium, or Fast).
6. Select a **Transition Type** button.
7. Select **Take**.

To perform a Fade to Black

The **FTB** button allows you to fade to black, where the Program bus is faded to black at the **FTB** rate. Note that this also removes any EAS text and audio from the output. The Fade to Black rate is set in the **Home** tab as outlined above. When the **FTB** button is selected, or lit, the MC1-MK performs an Auto transition to black.

Transition Notes

Keep the following in mind when performing transitions:

- To allow for audio cross fading, a cut takes two frames. One frame is used for the audio fade down, the video is then cut, followed by the one frame audio fade up.
- The speed at which the Auto transition is performed, in number of frames, is determined by the setting (Slow, Medium, or Fast) in the **Transition Rate** area. Before proceeding, ensure the **Transition Type** is set to the desired type.
- When switching between router sources, there is an additional time after the (visible) transition, while the router sources are switched. If you see a glitch at the end of the transition, this indicates that the Delay setting in the Router setup tab is set too low.
- If a crosspoint or transition button is selected while a transition is in progress, the original transition continues as subsequent button presses are ignored (except the **FTB** button).

- Verify how the Toggle Program/Preset Bus and Disarm Preset Keyers options are configured in the Personality tab. Refer to the ***MC1-MK Installation Manual*** for details on configuring these options.

SqueezeBack Effects

In This Chapter

The MC1-MK can be used to perform on-air SqueezeBack transitions to reveal another video source or graphic. You can also transition to pre-squeezed effects with standard transitions, squeeze in any direction on either X or Y axis, or both. Four SqueezeBack presets are provided for quick effect recalls on the fly. This chapter outlines the SqueezeBack feature of the MC1-MK.

The following topics are discussed:

- SqueezeBack Effects Options Overview
- Working in 2D Space
- Configuring a SqueezeBack Preset
- Performing Transitions with SqueezeBack Presets

SqueezeBack Effects Options Overview

This section briefly outlines the elements of the On Air Control interface for the SqueezeBack Effects feature.

Figure 4.1 *SqueezeBack Effects Controls*

1) SqueezeBack Effects Tab	3) SqueezeBack Effect Transition Type Button
2) Effect Select Area	4) SQUEEZE Button

1. SqueezeBack Effects Tab

The SqueezeBack Effects tab provides a sub-tab for each of the four SqueezeBack presets, enabling you to customize each effect separately. From these sub-tabs you can specify the horizontal and vertical positions of the image on the screen, and the reveal source from the four logo channels or an external video source. Because the reveal source shares the same sources available to the keyers, we encourage users to avoid sharing a source between keyer and reveal operation.

2. Effect Select Area

This area includes the **Effect #** status field and an **EFFECT SELECT** button. The status field reports the last applied effect and whether it is on or off air, or currently on the Preset Bus.

While the squeeze effect is on air:

- the **EFFECT SELECT** button is locked. Even though you can still adjust the options in the SqueezeBack Effects tabs, we suggest not doing so since all effect changes are immediately applied.
- you are unable to change the background or keys with a transition. However, you can still hot-punch a source or key on the Program bus. However, hot-punching a source on the Program bus will take the squeeze effect off air. Hot-punching keys on/off will not take the squeeze effect off air.

3. SqueezeBack Effect Transition Type Button

Selecting this button performs a SqueezeBack effect with the transition. You must pre-configure your SqueezeBack presets, then select the preset you want to apply to the transition before executing your transition.

4. SQUEEZE Button

Selecting this button applies the squeeze effect (as specified using the **EFFECT SELECT** button) to the next transition. Note that the **SQUEEZE** button will be selected (lit) yet locked out when the transition type is Squeeze, or when a squeeze effect is on air.

Working in 2D Space

In order to maximize the features of the SqueezeBack feature, it helps to have a basic understanding of two-dimensional (2D) space. Two axes (X and Y) are used to define 2D space. The position of an image on each of the two axes determines its location in 2D space.

- **X** — Refers to the horizontal (left-right) position of the image on the screen.
- **Y** — Refers to the vertical (up-down) position of the image on the screen.

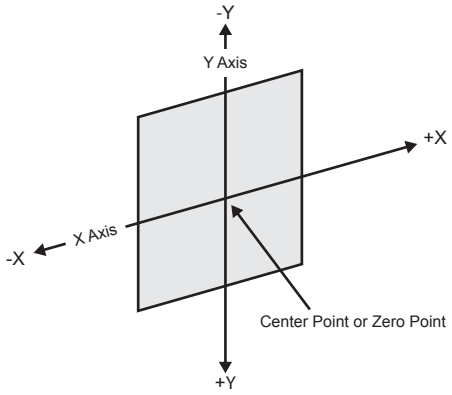

***Figure 4.2** Basics of 2D Space*

Image Position in 2D Space

The center point of the screen is the center (zero) point. Each axis has a positive and negative region.

- Moving an image to the left of the center (or zero) point locates it in **-X space**.
- Moving an image to the right of the center locates it in **+X space**.
- Moving an image below the center point locates it in **+Y space**.
- Moving an image above the center point locates it in **-Y space**.

When working with images, keep in mind that the 2D space extends beyond the visible area of the screen. Images can be positioned and manipulated outside of the viewable area to create some interesting effects. For example, and image can be positioned in such a way that it appears to roll into view from a point outside the screen and roll out of view on the other side.

Configuring a SqueezeBack Preset

This section outlines how to configure Preset Effect 1 in preparation of including it in a transition. The same procedure can be used to configure any of the effect presets for your MC1-MK.

Note — *You cannot change the size of the image. You can only change the distance of the image from the center point.*

For More Information on...

- the menu options when configuring your SqueezeBack presets, refer to **Table 7.4** on page 7-6.

To configure an effect

1. From the **Tree View**, expand the node for the MC1-MK you wish to access.
2. Select the **On Air Control** node to display the interface in the right-half of DashBoard.
3. Select the **SqueezeBack Effects** tab.
4. Select the **Effect 1** tab to configure the first effect.
5. To specify the position of the image in the viewing area of the screen:
   - Use the **X Position** slider to adjust the horizontal position of the image on the screen.
   - Use the **Y Position** slider to adjust the vertical position of the image on the screen.
6. To squeeze the image appearance:
   - Use the **X Size** slider to squeeze horizontally.
   - Use the **Y Size** slider to squeeze vertically.
   - Select the **Lock Aspect Ratio** check box to squeeze in both directions at the same time.

Note — *You can reset the image to the default image settings by pressing **Reset to Defaults**.*

7. In the **Reveal Source** area, select the video source the squeeze effect will reveal.

Performing Transitions with SqueezeBack Presets

This section provides examples of performing transitions with SqueezeBack Presets. Your requirements may differ from what is presented here.

Notes on Performing Transitions with SqueezeBack Presets

Keep the following in mind when performing transitions with SqueezeBack presets:

- You can pre-define up to four different SqueezeBack Presets (Effects 1-4)
- A squeeze effect does not consume any existing keyers and you can specify any of the logo channels to use as a reveal source for that effect.
- When the video format is 480i 59.94, the Line 21 closed captioning is re-inserted from the video source into the output of the MC1-MK when the **NTSC Pass Line 21** setting is enabled. Refer to the ***MC1-MK Installation Manual*** for details.
- If a squeeze effect is on air and you press a crosspoint on the Program bus, the squeeze effect will be cleared from Program and the new crosspoint will be put on air.
- Squeeze effect transitions are also supported under the Presmaster automation protocol. Refer to the ***MC1-MK Installation Manual*** for details on this protocol.
- You can also trigger a squeeze effect using a GPI trigger. Refer to the ***MC1-MK Installation Manual*** for setup details.
- You can configure a tally to raise when the reveal source is visible. This tally will be raised regardless of the configured source. This can be used in cases when a graphics station is providing the video and needs to know when to trigger the playing of an animation. Refer to the ***MC1-MK Installation Manual*** for setup details.

Previewing a Squeeze Effect

You can preview your Effect preset on the Preview monitor without affecting the Program bus. However, during a SqueezeBack transition the preview output is not accurate.

To preview a squeeze effect

1. Set up your effect as outlined in the procedure "**To configure an effect**" on page 4-5.
2. From the **Tree View**, expand the node for the MC1-MK you wish to access.
3. Select the **On Air Control** node to display the interface in the right-half of DashBoard.
4. Use the **EFFECT SELECT** button to specify the desired squeeze effect for the transition.
5. Select the **SQUEEZE** button.

Transitions with SqueezeBack

This section provides examples of executing transitions that include SqueezeBack Preset.

Basic Transition with a Squeeze Effect

Operation: This is a SqueezeBack transition.

1. Set up your effect using the tabs in the **SqueezeBack Effects** tab as outlined in the section "**Configuring a SqueezeBack Preset**" on page 4-5.
2. Use the **EFFECT SELECT** button to specify the desired squeeze effect for the transition. This is the effect that you configured in step 1.
3. Select in the **Transition Type** area. The **Effect #** status field now indicates ON PST. You can preview the squeeze dimensions on your Preview monitor.
4. Select the **SQUEEZE** button.
5. Select **TAKE**.

Dissolve to a Static Squeeze Effect

Prerequisite: You have a pre-squeezed effect ready on Preview.

Description: When you select **TAKE**, the Program dissolves to the pre-squeezed effect. After you have set up the transition, and during the transition, the Preview monitor is accurate.

Operation:

1. Select the **EFFECT SELECT** button to specify the desired squeeze effect for the transition.
2. Select a dissolve transition type (Fade-Fade, Take-Fade).
3. Ensure the **SQUEEZE** button is selected.
4. The Preview monitor shows the squeeze effect.

Audio

In This Chapter

This chapter provides a summary of the audio features.

The following topics are discussed:

- Audio Features
- Audio Overview
- EAS Audio
- Voice Overs

Audio Features

This section briefly summarizes the audio monitoring and controls available in the On Air Control interface for the MC1-MK.

Figure 5.1 *On Air Control Interface — Audio*

1) Voice Over Tab	3) VOICE OVER Buttons
2) Audio Meters	4) Audio Fader Controls

1. Voice Over Tab

This tab provides options for configuring the duck level and gain for the voice over output.

2. Audio Meters

This area displays Preset and Program audio peak level measurements for your audio channels. Measurement units are in dBFS (decibel full scale) where 0dBFS is the maximum digital value. Each audio meter displays audio level information as illustrated in **Figure 5.2**.

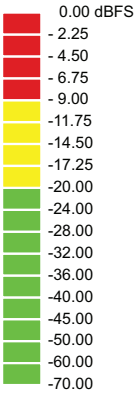

Figure 5.2 *Illustrative Example of Audio Level Information*

3. VOICE OVER Buttons

A **VOICE OVER** button is included on each bus. Selecting the button in the PST bus includes the voice over channel in the next transition. You can also hot-punch the **VOICE OVER** button in the Program bus.

4. Audio Fader Controls

Use the slider to apply an audio gain value on the Program and Preset bus. The gain range is -72dB to +12dB. Use the **Reset Audio Gain** button to set the gain value to 0.

Audio Overview

You can specify which audio groups are the output (by default all groups are included). During transitions, the audio ramps smoothly between Program and Preset sources, matching the video transition. All channels of enabled groups are processed, even though the final output level for only the first eight channels is displayed on the Audio Meters.

Before You Begin

When setting up the gain and duck levels, note that audio sources are layered with the EAS positioned downstream from the Voice Over channel. For example, applying a duck level when EAS is active, also applies that value to the Voice Over channel (if active) and the other incoming audio sources. That means when both Voice Over and EAS audio are in effect, it is possible to duck the incoming audio twice.

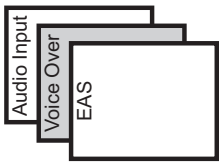

Figure 5.3 *Audio Layering*

Setting the Master Audio Level

The master audio level can be adjusted manually using the **Audio Gain** slider. This slider applies a gain (in dB), to the audio that is included with the output.

To set the Master Audio level

1. From the **Tree View**, expand the node for the MC1-MK you wish to access.
2. Select the **On Air Control** node to display the interface in the right-half of DashBoard.
3. Specify the audio gain value using the **Audio Gain** slider. The numerical gain value may also be entered directly next to the **PGM Audio** field.
4. You can select the **Reset Audio Gain** button to set the audio gain to 0dB.

Performing Transitions

Keep the following in mind when performing transitions including audio:

- A two-frame V-Fade is performed on the audio if a different source is hot-punched on the Program bus.
- Audio transitions are Mix or V-Fade (on video fade, and cuts). However, during cut transitions, the audio transition is a V-Fade.
- Depending on how the Reset Audio Gain feature is configured, the audio gain level may be reset to 0dB after a transition. Refer to the ***MC1-MK Installation Manual*** for details.

For More Information on...

- performing transitions, refer to the section "**Transition Notes**" on page 3-4.

EAS Audio

The MC1-MK supports embedding Emergency Alert (EAS) audio.

Setup

EAS audio channel selection is done via the **Audio Over Selection** tab in the Configuration interface. EAS audio will be mixed into the Program path on the stage just before the final fade to silence.

Duck/Gain Levels

When EAS is active, all audio channels on the Program shall be adjusted by a value specified on the **Audio** tab in the Configuration interface. The default is to reduce the gain by 10dB.

When using a Sage Digital ENDEC EAS, the MC1-MK reacts to the Sage Push To Talk (PTT) relay closure to activate audio voice over. While the PTT relay is closed, the MC1-MK applies the EAS Duck Level specified on the Sage EAS Setup tab to the incoming Program audio and performs a cut transition by mixing the incoming audio from the channel at a specified level.

Voice Overs

The MC1-MK enables flexible audio/voice over mixing with a variable program audio duck level, audio over gain control, and preset mixing with transition control.When Voice Over or EAS is active, all channels are mixed. If the source contains more audio channels that you want mixed, ensure to use the Mute setting for those channels. The Voice Over source is selected using the **Audio Over Selection** tab in the Configuration interface. A Voice Over can also be triggered using GPIs.

For More Information on...

- setting up GPIs, refer to the ***MC1-MK Installation Manual***.

Setting the Voice Over Duck/Gain Level

You can adjust the duck and gain levels of the Voice Over channel. Note that if both Voice Over and EAS audio is in effect, the MC1-MK ducks the incoming audio twice. The Voice Over duck/gain is set in the **Voice Over** tab of the On Air Control interface.

To set the duck/gain level

1. From the **Tree View**, expand the node for the MC1-MK you wish to access.
2. Select the **On Air Control** node to display the interface in the right-half of DashBoard.
3. Select the **Voice Over** tab.
4. Use the **Duck Level** slider to apply a negative gain (in dB) to the Voice Over channel.
5. Use the **Gain** slider to apply a gain (in dB) to the Voice Over channel.

Including a Voice Over

The Voice Over feature is triggered on/off by pressing the **VOICE OVER** button located on the On Air Interface. Once the button is selected (button is lit), the voice over will remain active until the button is selected again (button is unlit).

For More Information on...

- selecting the source for your Voice Over, refer to the ***MC1-MK Installation Manual***.
- the location of the **VOICE OVER** button, refer to the section "**Audio Features**" on page 5-2.

Media File Management

In This Chapter

DashBoard enables you to select and configure the four Logo channels in the MC1-MK. Each Logo channel has a sub-tab that enables you to assign a media file to the specified logo channel, view a thumbnail that represents the media file currently loaded, and adjust on-air properties. This chapter provides information on managing the images and animations using the DashBoard options available for the MC1-MK.

The following topics are discussed:

- Loading Media Files
- Managing Media Files
- Adjusting On-Air Properties
- Displaying Timecode in a Logo Channel

Loading Media Files

The MC1-MK features four Logo channels (Logos 1-4) into which you can load files from the CompactFlash® Card physically installed on the MC1-MK. Each card has 2GB of DDR playout memory. **Table 6.1** lists an estimation of how many uncompressed frames can fit into the playout memory of the MC1-MK.

Table 6.1 Full Frame Animation

Format	Image Size	No Alpha	With Alpha
1080i	1920x1080	382	254
720p	1280x720	859	573
PAL	720x576	1911	1274
NTSC	720x486	2265	1510

Note — *Very large animations may take several minutes to load.*

Loading a Media File

From the **Directory** menu in the each **Logo** sub-tab, files may be loaded from the following:

- **[PATTERNS] —** A virtual directory containing timecode overlays and EAS text crawls. Refer to the section "**To display timecode in a logo channel**" on page 6-7 for information on loading timecode files.
- **[RAM CACHE]** — A virtual directory that displays media files that are already loaded in the playout memory. Selecting this directory enables you to quickly access a pre-loaded file from the memory.
- **[ROOT]** — This is the default directory and represents the top-most directory on the CompactFlash® Card. You can manage files on the CompactFlash Card using an FTP connection. Refer to the section "**Managing Media Files**" on page 6-3 for details.
- **ross** — This directory contains graphics used in the Basic Tree View, Channel Select buttons, and Home tab for the MC1-MK card. Refer to the ***MC1-MK Installation Guide*** for information on managing the icon images used by the Tree View node, **Home** tab, **Channel Select** buttons, and **On Air Controls** node for your MC1-MK.
- **User created directories** — A list of user-created directories using an FTP connection.

To load a media file into a Logo channel

1. From the **Tree View**, expand the node for the MC1-MK you wish to access.
2. Select the **On Air Control** node to display the interface in the right-half of DashBoard.
3. Select the **Logos** tab, then select the **Logo** sub-tab for the logo channel you want to load the media file for.
4. If files were added or re-named using an FTP connection, select **Rescan** to update the list of directories and filenames.
5. From the **Directory** menu, select the directory you wish to load a file from. When changing directories, it may take a few moments for the **Filename** list to be updated.
6. From the **Filename** menu, select the file. You can clear the Logo channel by selecting **[NONE]** from the **Filename** menu.

Managing Media Files

Media files, such as animations and still images, can be transferred to and from the CompactFlash Card using an FTP connection. Once transferred to the CompactFlash Card, you use the options in the Logos tab to load the files and assign them to a Logo channel. This section outlines the specifications for media files and provides general information on using the CompactFlash Card and an FTP connection.

For More Information on...

- assigning media files to Logo channels, refer to the section "**Loading a Media File**" on page 6-2.

Media File Notes

The following tips and restrictions apply when managing your media files:

- Media files, such as stills and animations, are transferred to and from the MC1-MK using FTP protocol. The media files are stored on a CompactFlash card that is installed on the MC1-MK.
- If you select an image size that is larger than the current video format, only a portion of the image will be visible.
- When a media file is loaded, metadata, such as X/Y position, is also loaded, if it exists. Otherwise, default values are used. For animations, parameters are recalled after the last frame is loaded. Metadata is stored with the image on the CompactFlash Card, and is therefore no affected by loading factory default values.
- When using Mac OS X™ to transfer files to the CompactFlash Card via an FTP server, you may only have read-only access. Refer to your Mac OS X™ documentation for details.

Image Specifications

Media files used on the MC1-MK must meet the specifications outlined in **Table 6.2**.

Table 6.2 Media File Specifications

Parameter	Specification
File Type	BMP, GIF, JPEG, PNG, TGA
Compression	compressed and uncompressed
Interlaced formats (1080i, 480i, 576i)	Max. Image Width: 32,768 pixels
	Max. Image Height: dependent on available memory
Progressive formats (720p)	Max. Image Width: 65,536 pixels
	Max. Image Height: dependent on available memory
Animation Maximum Length	10,000 frames

For More Information on...

- the specifications for the files located in the **ross** directory, refer to the ***MC1-MK Installation Manual***.

File Naming Specifications

The name can contain letters, numbers, and spaces, but cannot contain symbols such as ! @ # & * ( ) ? / , ‘ “.

Animation consist of multiple files, each must be numbered in the sequence that it will play out. The following restrictions apply to file names for animations:

- Each file can use a minimum 3-digit number, including all the leading zeros. The numbering can start from any value.
- The file name must consist of: the characters that are constant for this animation sequence, followed by an underscore (_), followed by three or more digits, followed by a period, followed by the filename extension.
- Each file in the sequence must have the same numbering scheme.
- Files are loaded in numerical order.

The following is an example of a 10-frame animation using a typical numbering scheme:

- DTVB_000.tga
- DTVB_001.tga
- ...
- DTVB_009.tga

Connection using FTP

You can use an FTP connection to transfer media files to and from the CompactFlash Card of the MC1-MK. You can also use an FTP client to delete images on the CompactFlash Card and re-name images.

To access the MC1-MK via FTP

- Have the IP address from Config > Ethernet.
- Ensure an ethernet cable is connected to the MC1-MK rear module. Refer to the ***MC1-MK Installation Manual*** for connection details.

An FTP connection to the MC1-MK should be established by your IT department. The following information is required to create an FTP connection:

- **User Name — user**
- **Password — password**

Connection using RossLinq™

RossLinq enables you to transfer still images directly from the XPression™ to a MC1-MK Logo channel. You can transfer files into any of the directories for any of the Logo channels on the card. There are four directories, each corresponding to a specific Logo channel on the card. The file can be a format as listed in **Table 6.2**. Note that the transfer of animations is not supported at this time.

Note — *The RossLinq™ channel in XPression must be set as a passive FTP connection in order to set up communications between XPression and the MC1-MK. Refer to the XPression documentation for details.*

To connect to the XPression via RossLinq, establish an FTP connection using the following information:

- **IP Address** — Refer to the **Ethernet** tab in the MC1-MK **Configuration** interface.
- **User Name — xpression**
- **Password — password**

Note — *When using an EAS, Logo 4 channel is automatically reserved for the EAS use. Do not attempt to transfer files via RossLinq into Logo channel 4 when EAS is enabled.*

CompactFlash® Card

The following tips and restrictions apply when using the CompactFlash Card:

- the CompactFlash Card must be installed on the MC1-MK before the board powers up and must remain inserted.
- the CompactFlash Card is 2GB in size, the number of files you can store depends on the type of file (PNG, TGA, JPG). The **CompactFlash Status** field in the **Hardware** tab displays how much space is available on the CompactFlash Card.
- refer to the ***MC1-MK Release Notes*** for information on formatting the CompactFlash.

Adjusting On-Air Properties

The **Logos** tab in DashBoard allows you to adjust the position and play modes of media files. The following features are supported:

- **Auto Play** — When set, the animation will play from the first frame when it is brought to air. When clear, bringing the animation to air does not affect playback.
- **Looping** — When set, the animation will cycle continuously (from the last frame back to the first) in an endless loop. When cleared, the animation plays once, and freezes on the last frame.

For More Information on...

- the **Logos** menu items, refer to **Table 7.3** on page 7-4.

To adjust the on-air properties of a media file

1. Load a media file as outlined in the section "**Loading a Media File**" on page 6-2.
2. Adjust the position of a still image in the viewing area of the screen using the **X** and **Y Position** sliders.
3. Adjust the characteristics of an animation using the **Auto Play** and **Looping** boxes.
4. Select how an image is displayed by selecting an option from the **Play Mode** menu.

Note — *The **Play Mode** feature only applies to Interlaced video formats and has no effect when using Progressive video formats.*

Displaying Timecode in a Logo Channel

The **Logos** and **Keyers** tabs in DashBoard enable you to assign an LTC input to a Logo channel, then assign that Logo channel to an output. This section summarizes the steps required to configure an output to display LTC text, and provides additional configuration information.

Overview

The timecode information displays on-screen in one of the following formats:

--:--:--:--	This format is used when no LTC input signal is received.
HH:MM:SS:FF	This is the standard format. The timecode is displayed in Hours, Minutes, Seconds, and Frames. The drop-frames is not active.
HH:MM:SS;FF	This is the drop-frame format. The timecode is displayed in Hours, Minutes, Seconds, and Frames. The drop-frame is active.

Frame Count Range

The frame count range depends on the video format you are using:

- When using **480i 59.94Hz** and **1080i 59.94Hz**, the range is from 00 to 29.
- When using **576i 50Hz** and **1080i 50Hz**, the range is from 00 to 24.
- When using **1080pSF 23.98Hz** and **1080pSF 24Hz**, the range is from 00 to 23.
- When using **720p 50Hz**, the range is from 00 to 49.
- When using **720p 59.94Hz**, the range is from 00 to 59.

Note — *When using a progressive video format, the LTC standard only provides a count of every second frame, but the MC1-MK will increment and display the frame count on every frame.*

To display timecode in a logo channel

1. From the **Tree View**, expand the node for the MC1-MK you wish to access.
2. Select the **On Air Control** node to display the interface in the right-half of DashBoard.
3. Select the **Logos** tab.
4. Select the sub-tab for the Logo channel you want to load the timecode file for.
5. Select a timecode file to load to the Logo channel as follows:
   - From the **Directory** menu, select **[PATTERNS]**.
   - From the **Filename** menu, specify the display font size (e.g. Select **Time code - small** to display text in a small font size).
6. Select the **Keyers** tab.
7. Select the sub-tab for the Keyer you wish to use to display timecode.
8. Adjust the transparency and other on-air properties for the output as described in the section "**Configuring a Key**" on page 2-4. It is recommended to set the **Key Type** to **Auto Select** and the **Key Alpha** to **Unshaped**.
9. From the **Keyer Source** area, select the Logo channel to assign it to the output.

10. From the **On Air Control** interface, enable the Keyer which was configured in the previous steps.
11. To adjust the on-screen position of the timecode, return to the Logos tab and use the **X** and **Y Position** sliders.

Configuration Notes

Keep the following in mind when configuring a Logo channel for displaying LTC on-screen:

- The **Status** field on the **Logos** tab indicates the dimensions of the timecode file in the number of pixels. Note that this value changes depending on the video format you are using.
- To assign the same LTC to multiple outputs, configure a Logo channel with the LTC and then assign that Logo channel to multiple key sources.

  For example, to assign LTC to the Logo 3 channel and then assign it to multiple outputs:

  › Configure **Logo 3** to display LTC.

  › Select **Logo 3** as the **Keyer Source** box for Key 1, Key 2, Key 3, and Key 4.
- Should you attempt to load the same LTC to a second Logo channel, an error occurs and a message is displayed in the **Status** field of the second Logos tab.
- You can transition between the keys, or the Background when using an MC1-MK. This can be used to transition the LTC on and off air.

Appendix A. DashBoard Menus

In This Appendix

This appendix briefly summarizes the On Air Control menus available in the DashBoard Control System™ for the MC1-MK. Default values are noted with an asterisk (*).

The following topics are discussed:

- Home Tab
- Keyers Tabs
- Logos Tabs
- SqueezeBack Effects Tabs
- External Sources Tab
- Voice Over Tab

Note — *Before proceeding, ensure that you are running DashBoard software version 5.0.0 or higher. The DashBoard Control System software and user manual are available to download from the Ross Video website.*

Home Tab

Table 7.1 summarizes the **Home** tab options available in DashBoard.

Table 7.1 Home Tab Options

Menu Title	Item	Parameters	Description
Transition Rates (frames)	Slow Rate	2 to 999[a]	Defines the Slow Rate in frames
	Medium Rate	2 to 999[b]	Defines the Medium Rate in frames
	Fast Rate	2 to 999[c]	Defines the Fast Rate in frames
	FTB Rate	2 to 999[d]	Defines the Fade to Black Rate in frames
	Station Logo image		Displays an image of the station logo (using the file: ross/`station_logo_large.png`)
	EAS Status:	ON[e]	Indicates that an installed EAS is providing content to the MC1-MK text overlay; the text is displayed in this area when the EAS is active.
		OFF	Indicates that EAS content is not provided to the MC1-MK text overlay

a. The default value is 60 frames (2 seconds) when using 59.94Hz formats. When using 50Hz formats, the default value is 50 frames.
b. The default value is 30 frames (1 second) when using 59.94Hz formats. When using 50Hz formats, the default value is 25 frames.
c. The default value is 15 frames (0.5 second) when using 59.94Hz formats. When using 50Hz formats, the default value is 12 frames.
d. The default value is 30 frames (1 second) when using 59.94Hz formats. When using 50Hz formats, the default value is 25 frames.
e. Followed by color-coded text.

Keyers Tabs

Table 7.2 summarizes the **Keyers** tab options available in DashBoard. Each key has a sub-tab to select which key is to be modified.

Table 7.2 Keyers Tab Items

Tab Title	Item	Parameters	Description
Key #	Transparency	0* to 100	Adjusts the transparency level of the key: • 0 — The key is completely opaque; there is no difference between the original key and the key with the transparency effect applied to it. • 100 — The key is completely transparent; the key is not visible on the screen.
	Clip	#	Adjusts the clip values; default is 92% (the maximum luminance range not including Super White).
	Gain	0 to 100	Adjusts the gain values; default is 50.
	Key Type	Auto Select*	A Key which uses two video signals (Alpha and Fill); the Key Alpha Type is automatically set to Shaped. If you configure an internal Logo channel as Auto Select, the associated alpha signal is used.
		Self	A Key that uses the luminance values of the KEY VIDEO source for the alpha; the Key Alpha Type is automatically set to Unshaped. If you configure an internal Logo channel as Self, the luminance value of the associated alpha is used.
	Key Alpha Type	Unshaped	The card performs a multiplicative key. The Key Alpha luminance value mixes linearly the Key Video with the Background. Shades of gray, in the Key Alpha, are translated into transparency levels, giving the key a soft edge.
		Shaped*	The card performs an additive key. The Key Alpha cuts a hole in the BKGD and the Key Video is added to the BKGD. Shaped Key alphas are sometimes used with Character Generators to cut very precise holes for the Key Video fill.
	Key Invert	On	Reverses the polarity of the Key Alpha. A Key Invert can be applied to any key type.
		Off*	The Key Alpha is not inverted
	Default	Make Linear	Resets the clip and gain values to the default settings
	Keyer Source[a]	External	Assigns the external key source as the keyer output. You will also need to configure the settings in the **External Sources** tab (**Table 7.5** on page 7-7).
		Logo #[b]	Assigns the selected Logo media file as the keyer output

a. The default Keyer Source is as follows: Key 1 is Logo 1; Key 2 is Logo 2; Key 3 is Logo 3; Key 4 is Logo 4.

b. When using an EAS device, Logo 4 is automatically assigned to Key 4 for EAS text crawls. Therefore do not use Logo 4 and Keyer 4 for any other purpose when EAS is enabled.

Logos Tabs

Table 7.3 summarizes the **Logos** tab options available in DashBoard. Each logo has a sub-tab to select which logo is to be modified.

Table 7.3 Logos Tab Options

Tab Title	Item	Parameters	Description
Logo #	Video Image[a]	Displays a thumbnail image	• Displays a small image that represents the currently loaded media file. For animations, the fifth frame is displayed. • Only available when the card ethernet port is connected and properly configured • A black box with text indicates that no image is currently loaded
	Alpha Image[a]	Displays a thumbnail image	• Displays a small image that represents the Alpha channel of the currently loaded media file. For animations, the fifth frame is displayed. • A blank area indicates that the current image has no alpha channel
	File (read-only)	xxx_####.yyy	• Indicates the full path of the currently loaded file where: • xxx represents the file path • #### represents the duration of the file if it is an animation • yyy represents the file extension
	Status (read-only)	Loading frame X of Y	• Displays information about the channel in both the number of frames (integer), and in the number of seconds (fractional) • Any errors during loading are also displayed • When the file(s) have loaded, this field displays the dimensions of the image (e.g. 1920x1080)
		Animation loaded (#)	
		Single image loaded (#)	
		Idle	
	Selected on (read-only)	###	Indicates all the key(s), or backgrounds, that currently have the media file selected
		None	
	On Air (read-only)	###	Indicates the on-air key(s), or backgrounds, that have this media file selected
	Directory	[PATTERNS]	Provides a list of virtual files loaded in the card memory, such as timecode information
		[RAM CACHE]	• The field displays the directory the currently selected media file is located in • Provides a list of all of the directories on the CompactFlash card
		[ROOT]*	
		ross	

Table 7.3 Logos Tab Options

Tab Title	Item	Parameters	Description
Logo #	Filename	#	• Displays the name of the currently selected media file • Animation filenames include an underscore followed by three or more digits. The number of frames, and duration in seconds, is displayed in brackets after the filename. • Updated when a new Directory is selected in the **Directory** menu • Provides a list of all the media files in the currently selected directory. Note that animations appear as a single entry.
		[NONE]	Selecting this option clears the logo channel. This item is automatically selected, without clearing the channel, when the user switches to a new directory.
	File List	Rescan	Pressing the button: • updates the Directory menu options • updates the Filename menu options
	X Position[b]	## to ##[c]	• Adjusts the position of the image along the X-axis in number of pixels • The range varies depending on the output video format
	Y Position	## to ##[b]	• Adjusts the position of the image along the Y-axis in number of pixels • The range varies depending on the output video format
	Auto Play[d]	Selected*	The animation automatically starts to play when it is taken on-air.
		Cleared	The animation starts playing as soon as the animation is loaded to the bus
	Looping[e]	Selected*	The animation starts over when it reaches the last frame of the animation
		Cleared	The animation stops when it reaches the last frame of the animation
	Play Mode	Normal*	The entire frame of the image is displayed
		Swap Fields	Field 1 and Field 2 of the image are swapped when they are displayed
		Field 1 Only	Field 1 of the image is displayed
		Field 2 Only	Field 2 of the image is displayed

a. Requires an ethernet connection and sufficient free space on the CompactFlash™ card.
b. These settings only apply when there is an image loaded in the Logo channel. When the Logo channel is empty, these settings have no effect.
c. Default value is 0 which represents the top-left corner of the active picture area.
d. This option is only applicable when an animation file is selected.
e. This option is only applicable when an animation file is selected.

SqueezeBack Effects Tabs

Table 7.4 summarizes the **SqueezeBack Effects** tab options available in DashBoard.

Table 7.4 SqueezeBack Effects Tabs Options

Menu Title	Item	Parameters	Description
Effect #	Hide Effect	Selected	Enables the effect to be selected for a transition using the EFFECT SELECT button
		Cleared*	Disables the effect
	X Position	#[a]	Adjusts the horizontal position of the image on the screen (in number of pixels)
	Y Position	#[a]	Adjusts the vertical position of the image on the screen (number of lines)
	X Size	0*- #	Squeezes the image horizontally (to the specified in number of pixels)
	Y Size	0*- #	Squeezes the image vertically (to the specified in number of lines)
	Lock Aspect Ratio	Selected*	Locks the aspect ratio given the current X and Y size parameters. Changing one parameter will cause the other parameter to automatically change to maintain this ratio.
		Cleared	X and Y parameters are adjusted independently
	Reveal Source	External	Specifies that a router source will be the video source to be revealed by the squeeze effect. You must also specify the router source using the options in the External Sources tab.
		Logo #[b]	Specifies the logo channel as the video source to be revealed by the squeeze effect
	Reset to Defaults		Returns all parameters on the SqueezeBack Effects tab to the factory default values

a. The range is from -# to +#. The default value is 0 which positions the image at the center point of the visible area.
b. The default value is Logo 1.

External Sources Tab

Table 7.5 summarizes the **External Sources** tab options available in DashBoard.

Table 7.5 External Sources Tab Items

Tab Title	Item	Parameters	Description
External Sources	#		Selecting a button specifies that video source as the External source. This source my be used for a key or the reveal of a squeeze effect. We recommend just one. The default External Source for the External Key is the first unshifted router source. When operating in an MC1 Stand-alone setup, the default source is depends on how you configured your crosspoints.
	Shift		Select this to shift the sources

Voice Over Tab

Table 7.6 summarizes the **Voice Over** tab options available in DashBoard.

Table 7.6 Voice Over Tabs Options

Menu Title	Item	Parameters	Description
	Duck Level (dB)	#	This ducks the Voice Over source and the input audio. The VOICE OVER button is lit.
	Gain (dB)	#	This applies a gain to the Voice Over source and the input audio. The VOICE OVER button is lit.

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